Subject: Is it possible..
Posted by Anonymous on Fri, 14 Feb 2003 10:51:00 GMT
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Would it b possible to buy weapons in renegade from pts? whenever i make buyible weapons it says factory not availbile, so i think u could, but i dont know how

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Subject: Is it possible..
Posted by Anonymous on Fri, 14 Feb 2003 11:05:00 GMT
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how are you trying to make them buyable?i do know that you can make the beacon any Powerup you wish so you can purchase from thereas far as adding them to say the Vehicle menu or the Character menu... not sure.

Subject: Is it possible..
Posted by Anonymous on Fri, 14 Feb 2003 11:10:00 GMT
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i want to turn the refill butten into a buy weapons sectionand u cna only put one powerup where the beacons go

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Subject: Is it possible..
Posted by Anonymous on Fri, 14 Feb 2003 14:03:00 GMT
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in the Waste Facility DM, you could buy a weird laser pistol, so i think its possible

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Subject: Is it possible..
Posted by Anonymous on Fri, 14 Feb 2003 14:55:00 GMT
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What you can do: Take the extras vehicle menu and have it so you buy vehicles (like an SSM). These vehicles would use the script GTH_Drop_Object_On_Death thus allowing it so you can buy weapons for friends and all. It's easier to group them into something like weapon packages otherwise you have a lot of objects you need to make.

Subject: Is it possible..
Posted by Anonymous on Sat, 15 Feb 2003 00:56:00 GMT
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yeah...The current system of making the user buy a player class and only having 1 weapon is stupid...Is it possible to beable to switch classes (aka make them free), and each class has it's own weapons to choose from? (like heavy weapons dude will have his own selection of weapons, engineer will have another set of weapons he can purchase, etc.)